

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a plurality of reels;

a plurality of symbols on said reels, wherein at least one of said symbols is adapted to function as a wild activation symbol and at least one of said symbols is adapted to function as a wild termination symbol, said symbol adapted to function as a wild termination symbol adapted to occur at any one of a plurality of different display positions on said reels;

a display device for displaying said reels and at least one of the symbols on each reel; and

a processor in communication with said display device, wherein said processor is adapted to selectively determine if one of said plurality of symbols displayed on the reels by the display device after a spin of the reels is a adapted to function as the a-wild activation symbol and if one of said symbols displayed on said reels is a adapted to function as the wild termination symbol, the processor transforms said symbols of the plurality of symbols into wild symbols starting at the symbol adapted to function as the wild activation symbol and ending at the symbol adapted to function as the wild termination symbol.

Claim 2 (original): The gaming device of Claim 1, wherein the processor randomly determines which displayed symbol is the wild activation symbol.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the processor randomly determines which displayed symbol is adapted to function as the wild termination symbol.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the processor transforms symbols of the plurality of displayed symbols into wild symbols in a random sequence ~~when starting with the symbol adapted to function as the wild activation symbol is determined to be within the display device until reaching and ending with the symbol determined to be adapted to function as~~ the wild termination symbol.

Claim 5 (currently amended): The gaming device of Claim 1, wherein the processor transforms symbols in the plurality of displayed symbols into wild symbols in a pattern on the display device ~~when starting with the symbol adapted to function as the wild activation symbol is determined to be on the reels until reaching the and ending with the symbol determined to be adapted to function as~~ the wild termination symbol.

Claim 6 (currently amended): The gaming device of Claim 1, wherein the processor causes the display device to ~~display a change of the determined symbol adapted to function as the wild activation symbol into the wild activation symbol and to display a change of the determined symbol adapted to function as the wild termination symbol into the wild termination symbol.~~

Claim 7 (original): The gaming device of Claim 1, wherein the processor is adapted to repeat the determinations.

Claim 8 (currently amended): The gaming device of Claim 1, wherein the processor determines if more than one of the symbols displayed on the reels is ~~a~~adapted to function as the wild termination symbol.

Claim 9 (currently amended): A gaming device comprising:

a plurality of reels;

a plurality of symbols on the reels, wherein at least one of said symbols is adapted to function as a wild activation symbol and at least one of said symbols is adapted to function as a wild termination symbol; said symbol adapted to function as a wild termination symbol adapted to occur at any one of a plurality of different display positions on said reels;

a display device for displaying said reels and at least one of the symbols on each reel; and

a processor in communication with the display device, wherein the processor randomly determines if one of said symbols displayed by the display device is adapted to function as the wild activation symbol and if one of the symbols displayed on the reels is a adapted to function as the wild termination symbol, and based on said determination transforms at least one displayed the symbol adapted to function as the activation symbol into a wild symbol, transform the symbol adapted to function as the wild termination symbol into the wild termination symbol, and if the processor determines that one of said symbols is a wild activation symbol transforms said displayed symbols into wild symbols starting with said wild activation symbol and ending with said wild termination symbol.

Claim 10 (currently amended). The gaming device of Claim 9, wherein the displayed symbols are transformed into wild symbols in a pattern from the wild activation symbol to the wild termination symbol display position if the processor determines that one of said symbols is a wild activation symbol.

Claim 11 (original): The gaming device of Claim 9, wherein the displayed symbols are randomly transformed into wild symbols if the processor determines that one of said symbols is a wild activation symbol.

Claim 12 (currently amended): A gaming device comprising:

a plurality of reels;

a plurality of symbols on said reels, wherein at least one of said symbols is adapted to function as a wild activation symbol and at least one of said symbols is adapted to function as a wild termination symbol; said symbol adapted to function as a wild termination symbol adapted to occur at any one of a plurality of different display positions on said reels;

a display device for displaying said reels and at least one of the symbols on each reel; and

a processor in communication with the display device, wherein the processor is adapted to determine if one of said plurality of symbols displayed by the display device is aadapted to function as the wild activation symbol and if one of the symbols displayed on the reels is aadapted to function as the wild termination symbol, and to cause the displayed display device to change said symbols into a wild activation symbol and a wild termination symbol based on such determinations., and wherein the processor transforms said symbols of the plurality of symbols into wild symbols starting with said wild activation symbol and ending with said wild termination symbol.

Claim 13 (currently amended): A gaming device comprising:

a plurality of reels;

a plurality of symbols on said reels, wherein at least one of the symbols is adapted to function as a wild activation symbol and at least one of said symbols is adapted to function as a wild termination symbol, said wild termination symbol adapted to occur at any one of a plurality of different display positions on said reels;

a display device for displaying said reels; and

a processor in communication with the display device, wherein the processor and the display device are adapted to:

activate the reels;

cause the reels to stop and to display at least one symbol on each reel;

determine if one of said displayed symbols is athe wild activation symbol;

transform at least one symbol into a wild symbol if one of said displayed symbols is determined to be athe wild activation symbol; and

~~randomly determine if one of the displayed symbols is the at least one symbol to be a wild termination symbol if one of said displayed symbols transforms into a wild symbol; and~~

transform said symbols of the plurality of displayed symbols into wild symbols starting with the wild activation symbol and ending with the wild termination symbol.

Claim 14 (previously presented): A gaming device comprising:

a plurality of reels;

a plurality of symbols on said reels including at least one natural wild symbol;

a display device for displaying said reels and at least one symbol on each reel; and

a processor in communication with the display device, wherein upon an occurrence of a triggering event, if the natural wild symbol is displayed on the reels, and the processor transforms said natural wild symbol, the natural wild symbol changes into a modifier which modifies an award provided to a player associated with said displayed symbols.

Claim 15 (original): The gaming device of Claim 14, wherein the modifier is a multiplier.

Claim 16 (currently amended): A method for operating a gaming device having wild symbols, said method comprising the steps of:

- (a) activating a plurality of reels including a plurality of symbols;
- (b) displaying a plurality of said symbols on the reels;
- (c) determining if at least one symbol displayed on the reels is a wild activation symbol;
- (d) determining if at least one symbol displayed on the reels is a wild termination symbol; said wild termination symbol adapted to occur at any one of a plurality of different display positions on said reels;
- (e) if one of said symbols is athe wild activation symbol and one of said symbols is athe wild termination symbol, transforming said displayed symbols into wild symbols from the wild activation symbol to the wild termination symbol; and
- (f) awarding a player for any winning combinations.

Claim 17 (original): The method of Claim 16, which includes the step of transforming said displayed symbols in a pattern.

Claim 18 (original): The method of Claim 16, which includes the step of transforming said displayed symbols in a random sequence.

Claim 19 (original): The method of Claim 16, which includes the step of transforming displayed symbols into wild symbols successively.

Claim 20 (previously amended): The method of Claim 16, which includes the step of simultaneously transforming at least two displayed symbols into wild symbols.

Claim 21 (cancelled).

Claim 22 (cancelled).

Claim 23 (cancelled).

Claim 24 (cancelled).

Claim 25 (cancelled).

Claim 26 (currently amended): A method for operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of reels including a plurality of symbols;
- (b) displaying a wild activation symbol on one of said reels;
- (c) displaying a wild termination symbol on one of the said reels; said wild termination symbol adapted to occur at any one of a plurality of different display positions on said reels;
- (d) transforming at least one each symbol in the plurality of display symbols into a wild symbol from the wild activation symbol to the wild termination symbol; and
- (e) stopping transformations of said symbols into wild symbols based on a at the position within a display device at which of the wild termination symbol is displayed.

Claim 27 (currently amended): The method of Claim 26, which includes the step of transforming said symbol into wild symbols in a pattern based on a position of the wild activation symbol ~~within the display device~~.

Claim 28 (currently amended): The method of Claim 27, which includes the step of stopping further transformation of symbols into wild symbols in the pattern based on a position of the wild termination symbols ~~within the display device~~.

Claim 29 (original): The method of Claim 26 which includes the step of transforming said symbols into wild symbols successively.

Claim 30 (original): The method of Claim 26, which includes the step of transforming said symbols into wild symbols simultaneously.

Claim 31 (original): The method of Claim 26, which includes the step of transforming said symbols into wild symbols in a random sequence.

Claim 32 (currently amended): A gaming device comprising:
a display device;
a plurality of cards adapted to be displayed by the display device;
at least one wild activation symbol;
at least one wild termination symbol; said wild termination symbol adapted to occur at any one of the cards displayed by the display device; and

a processor in communication with said display device for determining whether at least one card displayed by the display device is a one of the wild activation symbols and further determining whether at least one card displayed by the display device is a one of the wild termination symbols and for transforming at least one card displayed by the display device into a wild card if one of the cards displayed within the display device is a wild activation symbol and if the wild termination symbol is also displayed transforming said cards from the wild activation symbol to the wild termination symbol.

Claim 33 (previously amended): The gaming device of Claim 32, wherein the processor is adapted to transform at least one of said cards into a wild card in a pattern beginning from the wild activation symbol displayed by the display device.

Claim 34 (original): The gaming device of Claim 33, wherein the processor is adapted to stop transformation of said cards into wild cards in the pattern when the processor reaches the position, if any, of the wild termination symbol displayed by the display device.

Claim 35 (original): The gaming device of Claim 34, wherein the processor is adapted to transform said cards into wild cards in a random sequence when the wild activation symbol is displayed within the display device.

Claim 36 (currently amended): A gaming device comprising:
a display device; and
a processor adapted to communicate with said display device, said display device and said processor adapted to:
(a) display a plurality of cards;
(b) determine a wild activation position within the display device for one of the plurality of cards;
(c) determine a wild termination position from a plurality of different display positions within the display device for one of the plurality of cards; and
(d) transform at least one of each of the plurality of cards into wild cards based on starting at the wild activation position and ending at the wild termination position; and
(e) stop transformation of said cards into wild cards based on the wild termination position.

Claim 37 (original): The gaming device of Claim 36, wherein said display device and said processor are adapted to transform the cards into wild cards in a pattern.

Claim 38 (original): The gaming device of Claim 36, wherein said display device and said processor are adapted to transform the cards into wild cards in a random sequence.

Claim 39 (original): The gaming device of Claim 36, wherein said display device and said processor are adapted to transform the cards into wild cards successively.

Claim 40 (original): The gaming device of Claim 36, wherein the processor determines the wild activation position by a specific type of card within the plurality of cards displayed within the display device.

Claim 41 (original): The gaming device of Claim 36, wherein the processor determines the wild termination position by a specific type of card within the plurality of cards displayed within the display device.

Claim 42 (original): The gaming device of Claim 36, wherein the processor determines the wild activation position by a position at which a card within the plurality of cards is displayed within the display device.

Claim 43 (original): The gaming device of Claim 42, wherein the processor determines the wild termination position by a position at which a card within the plurality of cards is displayed within the display device.

Claim 44 (currently amended): A gaming machine comprising display means; and game control means arranged to control images displayed on the display means; the game control means being arranged to play a game wherein a plurality of symbols are randomly selected and displayed on the display means and, if a predetermined triggering event occurs, a wild activation symbol is provided on the display means in a location of one of the plurality of randomly selected symbols, a wild termination symbol is provided on the display means in a location of one of the plurality of randomly selected symbols, said wild termination symbol being adapted to occur at one of a plurality of different display positions on said display means, said game control means causing the symbols to become sequentially wild from a location on the display related to the wild activation symbol to a location on the display related to the wild termination symbol, an award being provided for winning combinations formed from each wild symbol.